Patent Application of

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Title: Golf Board Game and Method of Play

Cross-Reference To Related Applications

Not applicable

Background-Field of Invention

This invention relates to a golf game in which a simulated ball is directed in distance and direction on a simulated golf course towards one or more holes and a count of the number of strokes taken to sink the ball is kept.

A golf game that simulates the playing of an actual game of golf, requires a realistic board that has simulated hazards such as trees, sand traps, and water hazards. Each hole must have simulated distances from the tee to the green, simulated hazards involved and club selection.

Background- Description of Prior Art

Based upon our search and investigation, the most important distinction between all prior art and the subject game device is that all prior art is based either on a roll of the dice board games U.S. Pat. No. 4,277,065 issued July 7, 1981 to William D. White, or based on combination dice and skill cards board game, U. S. Pat. No 4,133,260 issued to Paul E. Sain, or based on an indoor golf game played on carpet using a golf club that propels a golf ball toward the hole such as Pat. No. 4,934,704 issued to William Mayer June 19, 1990 or based on complex electronically sensitized surfaces such as U.S. Pat. No 4,017,085 issued April 12, 1977 to Charles Maxwell, or based on a spinner apparatus issued to Bernard J. Crumlish U.S. Pat. No. 3,771,792 issued November 13, 1973.

Therefore, there is a demand for a golf board game which is more realistic and more sophisticated, but is easier to play and is the object of the present invention.

Summary

This invention is completely self- contained and uses aerial views of actual golf courses over laid on a game board to create a golf course atmosphere.

No other golf game uses a plurality of cards to represent the clubs and distance and direction that the clubs drive the ball. No other game scores the individual shots exactly like the real game.

No other golf game uses a club distance card that shows the exact range of distance each club drives so that each player can select the club to use based on the distance to the hole.

No other golf game allows the player to select his club based on distance from the hole and hazards. The player announces the club he is using before drawing his card. This simulates actual play and to date no conventional board game has satisfied this need.

Brief Description of the Drawings

In order that the invention may be more fully understood, it will now be described, by way of example, with reference to the accompanying drawings in each.

Fig. 1 is a perspective view of a player and illustrated one board of the eighteen boards in the golf game of this invention.

Fig. 2 illustrates cards employed in playing the game. The cards are drawn to show distance and direction a ball is driven.

Fig. 3 illustrates a player's marker/ball that is utilized in playing the game and adapted to be positioned at various locations on the board.

Fig. 4 illustrates a card showing various clubs that can be used in the game and the range of distances each club can drive.

Fig. 5 illustrates a score card employed.

Detailed Description of the Invention

Fig. 1 illustrates a flat board (a) having an aerial view of an actual golf hole created thereon by standard printing process. The golf hole comprises a variation of the following a tee(b) a fairway(c) sand traps(d) water hazards(e) trees(f) and a green(g) A grid system overlaying the course with distance markers on each side and middle of the course(h) and direction markers horizontally on the course showing direction East/West or Left/Right(i) The grid is used to show the distance along the verical lines in 5 yard increments to each opposite side of the course.

The golf game embodying this invention simulates the playing of an actual round of golf in miniature and requires the same shot making decisions as required in golf. For example, the player examines the course Fig 1 and determines the club required noting distance types of hazards and location and estimating the number of shots required to reach the green.

Referring to Fig. 2 Playing Cards(j). This consists of 72 playing cards that provide the player means of control and movement of the ball for purposes of playing the game. Each card has selection of clubs(k) distance each club drove the ball (l) and direction the ball was driven(m). It also has the number of putts to sink the ball(n)

Fig 3 illustrates a marker/ball(o) which is positional on the board based on the card drawn Fig 2

Fig 4 illustrates the club selection card. Each player is issued this card which shows the clubs available to the player and the distance range each club drives.

Playing the Game

No more than four players to a hole. If there are more than four players, they should divide as evenly as possible and each group begin on a different hole.

To determine who goes first, each player draws a playing card and the person with the longest 1-Wood drive goes first. Every hole after the playing order is determined by each player's single hole score from the previous hole, based on lowest to highest score. All players must be on the green before anyone draws a putt card.

To begin play, each player places his ball on the tee. The player that is to go first announces the club that he is going to use, then draws a club driving card Fig 2 The card shows the distance and direction that the player drove the ball and moves his ball to position shown by distance and direction. Each player does the above until all players are off the tee. If a player has landed in a hazard he takes penalty stroke and places his ball in the next block closest to the hazard. The players review where their ball is laying in relation to the green and then determine his club selection for the next drive. The player the farthermost from the hole announces his club selection and draws a club driving card. He then moves his ball the new distance and direction the card shows for the club that he selected. This is continued by all players until all players have reached the green. Once all players are on the green, each player will draw a driving card and the putter shows the

number of putts it took to sink the ball. A player landing in a sand trap can only use a sand wedge to get out of the trap. All clubs on the driving card show the distance in yards a ball is driven and the direction, except for the pitching wedge, 9 iron and putter and sand wedge pitching wedge is moved either straight ahead, sideways, or diagonally the number of yards shown on the card.

The sand wedge is moved in the same manner as the pitching wedge. The 9 iron is moved the distance and direction shown on the card except the player can place his ball either on the east/west side of the course that is to his best advantage.

Putter the number of putts shown is how many it took to sink the putt.

Each player keeps track of his score and marks each hole the number of strokes.

When all 18 hole are complete the players score is totaled and the lowest score wins.

Conclusion, Ramifications, and Scope

Accordingly, the reader will see that the aerial view over laid on a golf board game for each hole adds to realistic play of golf. The board shows the actual hazards, fairway and green as only any aerial view can.

In addition, the ability to review the clubs available and showing the distance range each club drives enhances the game and adds to realism. Each player is able to view the course to determine the distance required to drive the ball to reach the green or to avoid certain hazards and select the club to use.

The plurality of playing cards with a plurality of clubs and distances and direction fro each club determines a consistent and close game.

The grid system over laying the aerial view of the course makes movement and placement of the ball easy and determinable.